Drenosh Eight-Songs

! Attention !

This Hero Book contains many secrets that should not be revealed until it is time.

Do not read any of the entries within unless you have been instructed to do so!

When you do read an entry, you may either read the contents aloud to the other players or keep them to yourself.

See "Reading Your Hero Book" on p. 26 of the Rules Reference for instructions on how to use this book.

Drenosh's vision

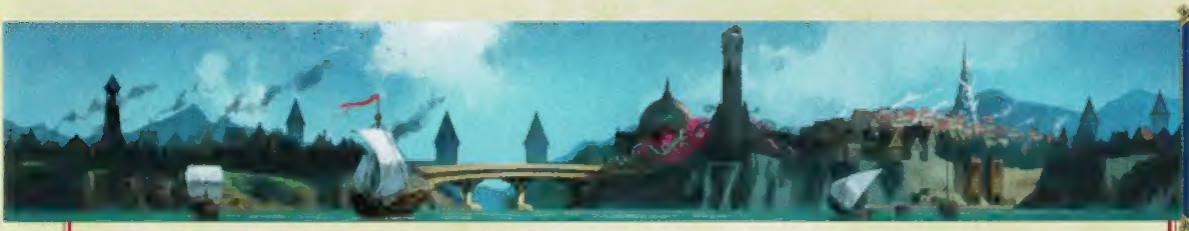
"You seek revenge on Shodan Four-Dawns for killing your family. She has all the might of the church of the Burning Sun, and the Solar Legion, and her family, and her allies in Starhaven. You have nothing.

But there is hope for you yet. A clandestine group works in Benem, which knows of ways to inflict death. You can contact them if you light a red fire in the braziers of Victory Park in Runedale.

But is it revenge you seek, young ignisaur? Or something else? The choice you escaped earlier you will face again. Will you be a man or a woman? Or is there a third path others do not see?

That choice, you must make. And above all, you must now become a Keeper of the Breach."

Gain Item card 131 "Gift of Fire ★☆☆".



Level 1 · The Crimson Fire

In Victory Park, you light the brazier with your fiery blade and then throw salt of strontium into the fire. The flames turn crimson. You look at the beautiful fire for a while, thinking of home, but nothing else happens. As you are about to leave, you are approached by a four-armed boy with a lizard face.

"Hullo boss. Ya wanna meet Dokre?"

You tell him you do.

"So, the thing is, she don't meet with just anybody. Which house you workin' for?"

"None of them."

"Well, why don't you prove it, yeah? Bring me the helmet with a crest of, say, House Gramask. You'll find me here. The name's Sang, like 'sang like a bird', get it? Only I'd never do that." With that the boy disappears into the shadows.

Sun's fire! How are you going to steal a knight's helmet?

Choose one:

A: Spend 2 ✪ » *Try to bribe a Squire of one of the Gramask Knights.* » 30

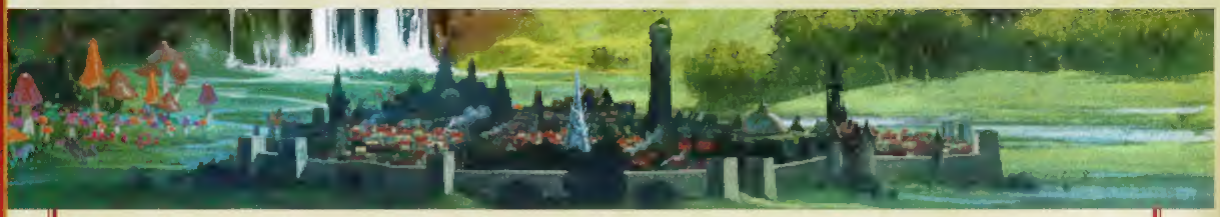
B: *Set a building next to the Gramask armory on fire.* » 09

C: *Sneak into the Gramask armory and try to steal one.* » 13

City Activities · Level 1

» **Once per City step** » *Put on a fire show.* » 32

» **Once only** » *Sell Information about the Amethyst Order to the Council of Eight.* » 22



Level 2 · A Secret Meeting

The pattangan boy, Sang, summons you to meet the mysterious Dokre.

He takes you to the Northgate slums, filled with derelict workhouses and rundown shacks full of too many people.

You enter the side door of a warehouse that leads to a staircase which takes you down into the city sewers. There, you find an unassuming, locked iron door. The boy unlocks it and leads you through a twisting corridor that is dark at first, but then lit by torches. The corridor leads to an underground cavern that has several wooden doors set into its walls. The boy knocks on one and a voice from the other side tells you to enter.

You step into a large dark room with shadowy figures standing in the corners. In the center, by a green fire, an impressive ignisaur woman is waiting for you. She is dressed in yellow and azure robes, and has covered her horned head with yellow quothian silk. The scent from the fire is sweet and somewhat nauseating.

"So, you are the famous Drenosh, who never chose a sex," she says with a low, slow voice. "The one the Solar Legion has been asking about."

"And you are the famous Dokre," you reply, thinking of nothing cleverer to say.

"My colleagues and I work in the shadows all over Agemonia, even in the Megeian Empire. I heard how you and your crew helped out Tan Gunagill. What can we do for you?"

You have come this far, so you decide to trust her. You tell her your story and why you must have vengeance on Shodan.

"Revenge is an understandable motive," she says, and then, after a pause, "We usually do not offer it for free."

She looks at you appraisingly, and then seems to make up her mind.

The green flames in front of her grow taller. "I will send you a message when we are in a position to help you. For now, please choose a little gift from the Shroud." Dokre shows you a table full of valuable items.

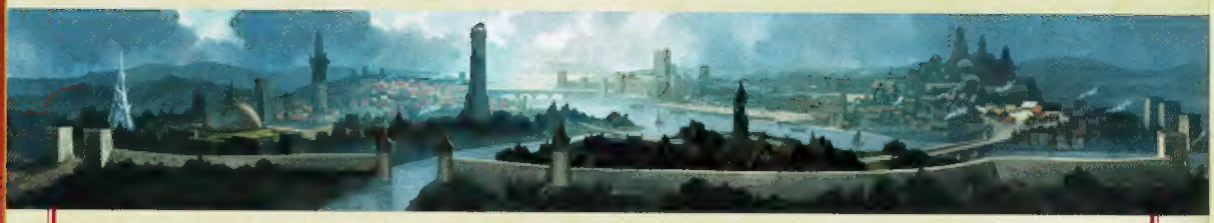
Choose one:
A: Gain Item card 042 "Scroll of Lethargy".
B: Gain Item card 031 "Potion of Stamina".
C: Gain Item card 065 "Snakeroot Sap".

City Activities · Level 2

» **Once per City step** » *Put on a fire show.* » 32

» **Once per City step** » *Ask to buy poisons from Dokre.* » 15

» **Once only** » *Take on a murder contract.* » 01



Level 3 • The Solar Temple

There is a small Solar Temple in Runedale where the Burning Sun is venerated. It is little more than a room with a shrine, but you are glad to have found a place to worship. The other ignisaurs, few as they are, gather here on holy days.

You recognize Hemet One-Flame as well as some others who work as mercenaries or traders. Some of them are bound to the noble houses of the Megeian Empire, which you consider home, others are independent, and some were even born in Benem. Perhaps one of these people is Dokre. You have not seen her without her veil so it is impossible to tell.

The women go to one side of the temple and the men on the other. All ignisaurs are born sexless and must choose to become men or women when they enter adulthood. All have, save for you. Unable to join either the men or the women, you stand at the back. The priestess of the Burning Sun is about to begin the ceremonies when one of the young men, a mercenary, looks at you quizzically.

"Who is this shaded creature?" he asks.

Some of the worshipers shush him and tell him not to curse in temple, but others join him in scrutinizing you.

"Sun's Fire!" someone yells.

"Are you a man or a woman?"

You tell them you just want to pray for the souls of your lost relatives and that of Shantor Three-Birds.

"Please," the priestess shouts, attempting to keep order, "return to your places."

"I know that one," says Hemet One-Flame, "they are Drenosh, the last remaining member of the House of Eight-Songs. They are a sunless abomination, and have no place in temple."

The priestess stares at you intently and comes to the same conclusion. "You have defied the Burning Sun, shamed your family, and dishonored the Emperor. Under the Burning Sun, leave this holy place!"

The others look at you threateningly.

Choose one:

A: *Leave before things get violent.* » 21

B: *Try to calm the situation and ask to stay.* » 12

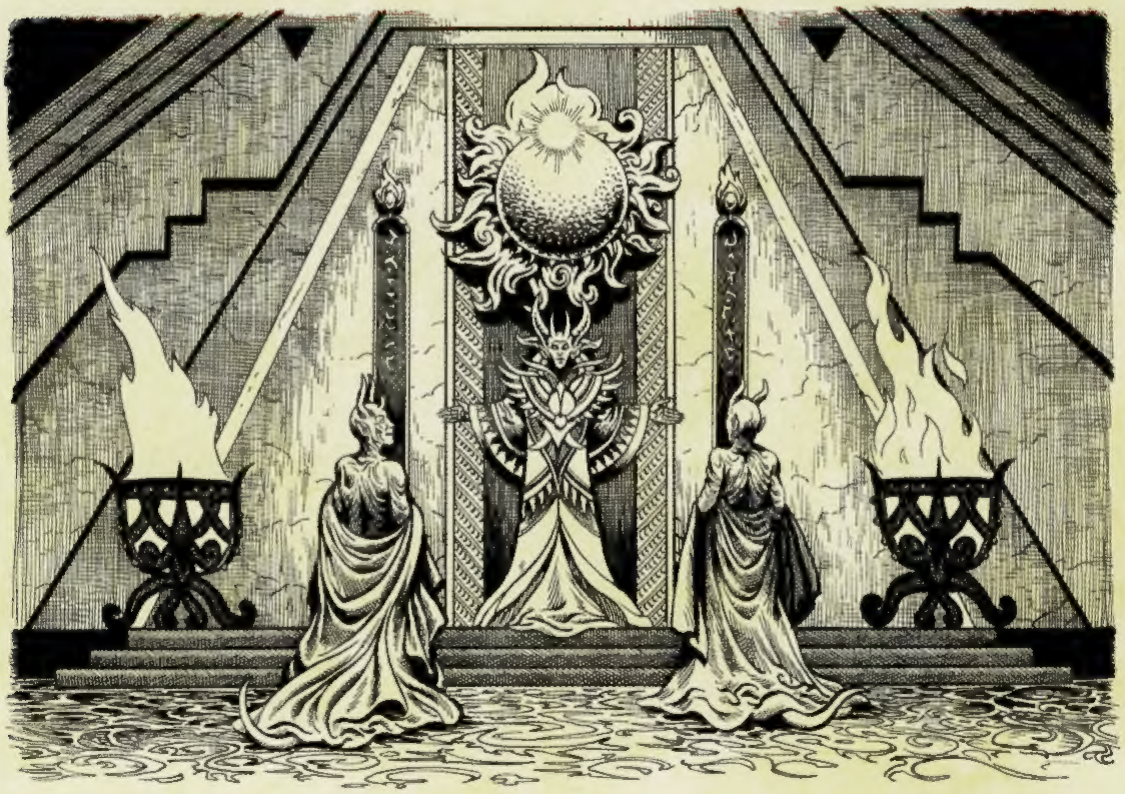
C: *Defend your right to pray, come what may.* » 03

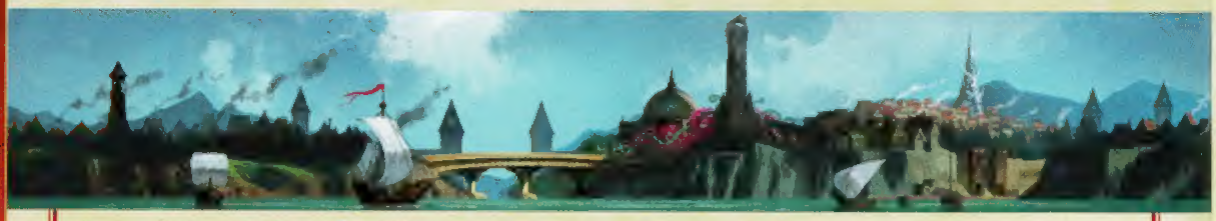
City Activities · Level 3

» **Once per City step** » *Put on a Fire Show.* » 32

» **Once per City step** » *Ask to buy poisons from Dokre.* » 15

» **Once only** » *Secretly visit the Solar Temple.* » 11





Level 4 • A Crude Map

Dokre has summoned you to meet with her.

"You have told me you seek revenge," she says. "Your enemy, Shodan Four-Dawns, is a Priestess of the Burning Sun, and you will need a mighty weapon to help you defeat her. Sang will show you where to find one."

The pattangan boy takes you to a house near Cadfael Fortress.

"In there lives a wealthy boss who does all sorts o' business with foreigners abroad. She's got a weapon you could use, but you gotta kill her to get it."

You ask him about the weapon, but he struggles to tell you more. Apparently, it is really good at killing ignisaurs. Nice!

You are not sure why you should have to kill the merchant, but suspect the Shroud has a contract out on her.

During the night, you break into the house, which is full of familiar items: a golden mask of the priestess of the sun and flagons of cactus wine among them. Clearly, the merchant has been doing business with the Megeian Empire.

You also see xi-noq items, such as strange little trees and elaborate tapestries. Xi-noqs are a diminutive people, used as slaves by the Megeian Empire for generations, save for a few magically secluded areas of opposition here and there.

But nowhere do you see any great weapon, until...

"Hold it right there, ignisaur!"

Behind you, stands a tall nihteegri woman in a beautiful Megeian night robe. She is holding a strange-looking golden spear, probably of xi-noq origin.

"This spear will kill any ignisaur with one stab," she says. "Now, very slowly and without any sudden movements, explain to me who you are and what you're doing here."

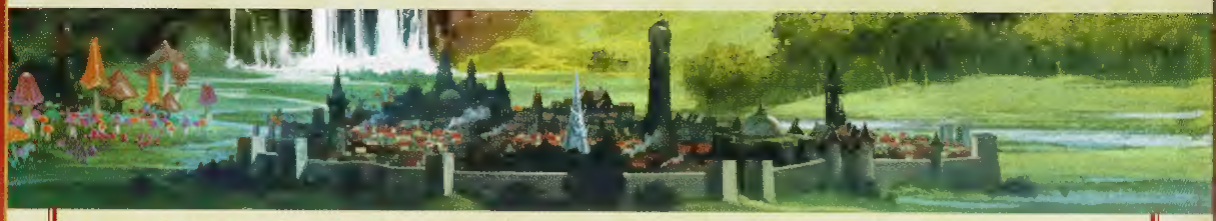
Choose one:
A: Spend 10 » *Buy the spear.* » 02
B: *Try to kill her.* » 31
C: *Tell her there is a contract on her head.* » 20

City Activities · Level 4

» **Once per City step** » *Put on a Fire Show.* » 32

» **Once per City step** » *Ask to buy poisons from Dokre.* » 15

» **Once only** » *Take on a dangerous murder contract.* » 10



Level 5 · Dokre's Demand

You are again summoned to meet Dokre in her underground hideout. This time her fire has a mixture of blue and yellow flames.

"You have your special spearhead, you have fire in your heart, and you have allies. You are almost ready to face Shodan Four-Dawns, but a fourth thing you still lack."

"I think I'm ready now," you say.

"No, young Drenosh." The flames grow higher and higher as she speaks, glowing eerily on her face. "Shodan Four-Dawns has many powerful allies in Starhaven. We cannot perform a strike of this magnitude with a child."

"I'm not a child."

"You are not a man, nor are you a woman. What are you then?"

"I... I'm just Drenosh."

"No. Under the Burning Sun and in honor of the Emperor, you must choose. I see you could become a strong man and a great soldier. Or you could be a powerful woman, a pyromancer like me. Now, shed your skin."

You sense all the shadowy figures in the room looking intently at you. The flames are high and everything is a dance of blue and yellow. You must make a choice.

Choose one:
A: *Choose to become a man.* » 25
B: *Choose to become a woman.* » 05
C: *Refuse to choose; you are Drenosh.* » 33

City Activities · Level 5

» **Once per City step** » *Put on a Fire Show.* » 32

» **Once per City step** » *Ask to buy poisons from Dokre.* » 15

» **Once only** » *Worship the sun at the Solar Temple.* » 26

Story Entries

01 A Job

Dokre tells you there is a contract on a visiting knight, and asks you to assassinate him. You take the job. You easily find the knight and follow her. When you see her take a shortcut through an alley you know your time has come.

5 +2
(discard any poison Item token +1, discard any poison Item card +2)
SUCCESS » 08 | FAIL » 29

02 The Price of Death

You tell her you are working for a collector, and will gladly buy the exotic spear from her.

"Oh, I see. Tell Wollyon Pennark that it costs ten stars."

You do not correct her about the customer.

» 27

03 Brawl at the Solar Temple

The young mercenaries jostle and shove you. You try to block their blows, but there are so many that this could go either way.

"No fighting in the Solar Temple!" yells the priestess, but to no avail.

5 +2 **(Marauder +1)**
SUCCESS » 16 | FAIL » 28

04 The Crested Helmet

You return to Victory Park with the helmet. On top of the helmet stands a metal snake with a colorful mane, the symbol of house Gramask.

You light the red fire again and the boy arrives. He examines the helmet and puts it on his head. It is much too big for his head, but still has no room for his dorsal fins.

"You've done good, boss. I'll tell Dokre and you will be summoned. I'll see ya later."

The boy leaves with the helmet, and you are left wondering if this was all for nothing.

05 Becoming A Woman

"I... You're right," you say. You are intellectual and in tune with fire, much like a typical woman. "I would become a powerful woman."

The strange flames seem to dance for a while, then the blue grows stronger and the yellow fire dies out. You feel your skin start to itch everywhere. It dries and wrinkles and soon you feel an irresistible urge to shed it.

You rip it off and step out of your old skin, changed.

You are a woman.

"I knew you had it in you," Dokre says. "You are now one of us. When you go to Starhaven, you will find allies in surprising places. Good luck, Drenosh Eight-Songs."

Replace Item card 131 "Gift of Fire ★☆☆" with Item card 134 "Gift of Fire ★★☆", Female.
Write "Allies Against Shodan Four-Dawns" in your Hero Journal.
Gain an Inspiration gem.

06 Your Side of the Temple

All of them look at you, remembering well the incident you caused here some time ago. Not saying anything, you proudly take your place with the other members of your sex on the proper side of the temple.

"Dear congregation," starts the priestess, "we have gathered here under the Burning Sun and in honor of the Emperor, to sacrifice our captives and to drink their life force."

And so the ceremony of worship begins, with you participating for the first time as a full adult.

Towards the end of the ceremony, a collection bowl is passed around.

Spend 2, if you have it.
Gain an Inspiration gem.

07 Finish Her!

She dances deftly with the spear, the hem of the night robe making circles in the air like a fan.

Many times she almost hits you with the spear, but you manage to dodge her stabs and swings.

Finally, you manage to grab the shaft of the spear and set it ablaze. It burns her, and she lets go.

Removing the burning shaft from the golden spearhead, you stand over her as she cries in agony, burning to death.

Your party may gain +1 Reputation with The Shroud.

» 27

08 A Professional

You stab the knight and escape from the alley without anyone seeing you.

Gain 4 .

09 The Burning Stables

You stake out the stables next to the armory inside Gramask Castle and find it has wooden walls and contains hay used for fodder. You ignite the hay with your flaming weapon and smoke and cinder fill the air. You hear cries of "Fire! Fire!"

Soon the tower bells start ringing an alarm and people run to the stables to save their steeds or put out the fire. In the ensuing chaos you walk straight into the neighboring armory, unharassed. There is no one inside so you take the closest crested helmet. While you are there, you also choose a nice shield for yourself.

You are walking toward the gate when you are stopped by a Gramask knight.

"You, ignisaur! What are you doing with them?"

"I'm saving them from the fire, star knight," you quickly lie.

"Good job. But I can take my own shield," the knight says as he recovers his shield from you. "Take that helmet to the cart, and then come back and help fight the fire."

"Yes, star," you reply, and leave with what you came for.

Behind you, others try to put out the fire, wondering who started it.

Gain an Achievement gem .
» 04

10 A Dangerous Job

Dokre gives you a job to assassinate a high-ranking Amethyst Order official. Their own mercenaries and the city watch usually guard them closely, so you will need to be careful.

When the official visits the Altar, a tavern for the rich, you wait outside. By the time he comes out, it is already dark. There do not seem to be any guards around.

6 +2
(discard any poison Item token +1, discard any poison Item card +2)
SUCCESS » 24 | FAIL » 17

11 Secretly in the Solar Temple

You sneak into the Solar Temple when it is not a holy day. Only the priestess is there and you ask to pray for the souls of your family.

She agrees and you pray.

Their corpses have probably not been taken into the necropolis of your house, but at least their souls now have a chance to be with the Burning Sun. While there, you also pray for Shantor Three-Birds.

Gain an Achievement gem and .

12 "Please, Listen!"

You try to appear non-threatening, but stay put. You spread your arms, and ask to speak. Eventually you are given one chance to defend yourself.

"I am an ignisaur like all of you. I am a scion of the House of Eight-Songs. I was born in Kruesol, the capital of the Megeian Empire! I am fed with the flesh of our enemies, hurt with the same weapons, subject to the same diseases, healed by the same means, warmed and cooled by the will of the Burning Sun. If you stab

me, do I not bleed? If you tickle me, do I not laugh? If you poison me, do I not die? And if you wrong me, such as was done by Shodan Four-Dawns, shall I not revenge? And when my dear ones die, should I not pray for their souls here in the Solar Temple?"

The priestess, Dokre, and Hemet One-Flame are taken aback by your eloquence. The angry soldiers of fortune look at them, unsure of what to do with you.

5 +2 (Pyroblade +1)
SUCCESS » 16 | FAIL » 03

13 The Gramask Armory

You manage to enter the Gramask Castle grounds disguised as a worker, and find the armory. It is guarded, but the guards sometimes take breaks. That is when you have to sneak in and steal the helmet!

4 +2
SUCCESS » 23 | FAIL » 18

14 Finished?

She dances deftly with the spear, the hem of the night robe making circles in the air like a fan.

Many times you almost manage to grab the spear, but she pulls it out of your way, and then finally, she stabs you with it!

She tries to pull the spear out, but its head is stuck between your scales. You look at her furious expression and realize whatever poison or magic the weapon is imbued with, is not taking its full effect.

You smash the spear's wooden shaft in half and run away, the golden spearhead still stuck in you.

4
If you suffer any damage from this check, gain an Injury card.
» 27

15 Buying Poisons

Dokre agrees to sell you some poisons. You haggle over the exact price.

5 +2

SUCCESS » You may buy up to 1 of each Poison Item card sold at the Pit for its sale price.

FAIL » You may buy up to 1 of each Poison Item card sold at the Pit at a discount of 1 each.

16 A History Lesson

"That is enough," says the priestess, and then addresses the other worshipers. "Centuries ago there was a class of ignisaurs who were neither men nor women. They sometimes rose to prominent positions in the Megeian Empire. The priestesses and the nobility considered them the most trustworthy advisors since they could not start families and were thus not as tightly tied to the intrigues between the noble houses. Some considered them to have been especially blessed by the Burning Sun."

"That was then and this is now," argues Hemet One-Flame.

"That is true, and who knows what tomorrow will bring. But for now, Drenosh Eight-Songs may remain."

Some of the younger men glare at you, but let you stay.

You pray for your family and for Shantor Three-Birds.

Gain an Achievement gem.

17 Caught In the Act

You approach the drunk official at Mazurak Plaza and strangle him. He manages to let out part of a scream and someone at the other end of the square takes an interest. Sun's fire!

You had meant to drag the corpse to a fountain to make it look like he drowned by accident, but now you are forced to leave the dead official lying on the pavement.

A figure runs towards you and you do your best to quickly disappear into the dark.

"Hey, stop! I saw you! Come back here!"

No way!

Lose 3 .
Write "Wanted" in your Party Journal.
Gain 8 .

18 Caught at the armory

The guards surprise you as you try to leave with your stolen goods. They shoot you full of arrows as you escape, but you manage to keep a grip on the helmet.

4
» 04

19 The Third Side

All of them look at you, remembering well the incident you caused here some time ago. Are you about to do the same?

You do not speak, but spread your hands and make a circle of fire. You draw the symbol of the Burning Sun in the air, a sacred act only a few are capable of.

"They have the holy gift," one person shouts in awe, looking at you.

All of them stare, but none make a move against you. You stand in the middle, making a third side in the temple for you, and maybe one day, others like you.

"Dear congregation," starts the priestess, "we have gathered here under the Burning Sun and in honor of the Emperor, to sacrifice our captives and to drink their life force."

And so the ceremony of worship begins, with you participating for the first time as a full adult.

Towards the end of the ceremony, a collection bowl is passed around.

Spend 2 , if you have it.
Gain an Inspiration gem .

20 Drenosh Eight-Songs Sings

"Sun be ever warm for you," you greet the woman, your hands in the air. "I come to you with a warning."

She does not let her guard down, but your words hold her interest.

You tell her the Shroud has been paid to assassinate her.

"And who are you in all this?"

"I am the supposed assassin, but relax, I am not going to kill you."

"Nay, you won't," she says. "Who's the customer? Let me guess: Hemet One-Flame."

You tell her you do not know.

"I suppose I owe you thanks," she says. "I better leave town until the stars shine upon me once more. What do you want for a reward?"

You look at the spear in her hands.

She looks at you, suspiciously. "Is this a ruse?"

6 +2 (+1 if you have with the Shroud)
SUCCESS » 27 | Fail » 31

21 No Place for the Sunless

A pariah among all ignisaurs, you leave the temple before the others attack you.

You know you have defied the Burning Sun by not choosing a sex. You know you have shamed your family and dishonored the emperor, but you are not a man or a woman, nor could you be; you are Drenosh.

If other ignisaurs cannot accept you, perhaps you will one day find some who can. A group where you can feel you belong.

Maybe your companions are that group? A new family that accepts you.

Gain 1 to use in this City step.

22 Friend of the Council

You know the Council of Eight dislikes the Amethyst Order. Since you worked with the Order's operations in Copperton, you have some valuable information about them. You visit the Tower of the White Circle to speak with the warlocks of the Council. You tell them what you know and they pay you.

Gain Item card 051 "Prismatic Jewel".
Your party may gain +1 Reputation with the Council of Eight.

23 Master Burglar

You manage to steal the crested helmet and also a pretty nice shield.

Gain Item card 018 "Wooden Shield".
» 04

24 Without A Trace

You approach the drunk official at Mazurak Plaza and strangle him. You place his head in a fountain to make it look like he drowned by accident. You quickly leave the scene, but soon after you hear screams as someone finds the corpse.

Gain 8 .

25 Becoming A Man

"I... You're right," you say. You are physical and emotional, much like a typical man. "I would become a strong man."

The strange flames seem to dance for a while, then the yellow grows stronger and the blue fire dies out. You feel your skin start to itch everywhere. It dries and wrinkles and soon you feel an irresistible urge to shed it.

You rip it off and step out of your old skin, changed.

You are a man.

"I knew you had it in you," Dokre says. "Now you are ready. When you go to Starhaven, you will find allies in surprising places. Good luck, Drenosh Eight-Songs."

Replace Item card 131 "Gift of Fire ★☆☆" with Item card 133 "Gift of Fire ★★☆", Male.
Write "Allies Against Shodan Four-Dawns" in your Hero Journal.
Gain an Inspiration gem.

26 Return to the Solar Temple

Having made your choice, you return to Runedale's small Solar Temple where the Burning Sun is venerated by most of the ignisaurs in the city.
The women stand on one side of the temple and the men on the other.

"Allies Against Shodan Four-Dawns" in your Hero Journal » 06
Otherwise » 19

27 The Xi-Noq Spearhead

You exit the house holding the spearhead of xi-noq make. It is infused with a strange toxin or magic that will instantly kill an ignisaur, so you sheathe the blade very carefully before hiding it.

Gain an Inspiration gem.
Write "Xi-Noq Spearhead" in your Hero Journal.

28 Thrown Out!

You are badly beaten by the young mercenaries and they throw you out of the temple. You curse them in the name of the Burning Sun.

Suffer 2 damage and gain an Injury card.

29 Wounded During Assassination

As you sneak up behind the knight, she turns and notices you with your weapon in your hand. She manages to draw her sword and is about to call for help. You quickly move closer and place your hand on her mouth before she can cry out. She manages to cut you with her blade before you kill her.

4
Gain 4.

30 Bribery

You visit a few taverns until you find a squire who is out of money and make him an offer. The knights have many helmets, surely they would not miss one!

» 04

31 Mortal Combat

"One touch of this spearhead, and you're dead, ignisaur," she says calmly.

"Who sent you, huh? Hemet One-Flame? You tell that star-shunned scoundrel to leave me alone!"

You try to figure out the best way to attack her without getting hit yourself.

You light the fire in your hands and direct it at the merchant. You expect her robes to catch fire and hope she will drop the spear, screaming in terror.

But the shower of fire turns before it hits her and is absorbed by a small elaborate bottle: Xi-noq magic!

"Seems that little flask has been worth every star," the collector says smiling.

She lunges at you with the spear.

6 +2 ◇ (dual wielder skill, shield +1 ◇)
SUCCESS » 07 | FAIL » 14

32 Fire Show

Buskers and charlatans perform in Victory Park, asking their audience for coins. But there are no fire jugglers like there are in Megeian cities. One evening, you join the entertainers, creating fire out of nothing to the amazement of the Runedalians. They are both frightened and amazed and are soon throwing you coins.

? +2 ◇
3 or fewer ◇ » Gain 2 ○.
4 ◇ » Gain 3 ○.
5 ◇ » Gain 4 ○.
6 or more ◇ » Gain 5 ○.

33 Staying Drenosh

"No," you say. You are intellectual and in tune with fire, much like a typical woman, but you are also physical and emotional, much like a typical man. You have lived for many years without choosing, and have carved a path for yourself in this world. Not as a man or a woman, but as yourself. As Drenosh. "I will not choose either sex. I will remain as I am."

The strange flames flicker and die out.

"A pity," says Dokre in the almost dark room. "I will not take a child into this war."

She leaves and the guards step out from the shadows, ready to throw you out. You leave without them, understanding you will have to fight Shodan and her allies on your own.

Replace Item card 131 "Gift of Fire ★☆☆" with Item card 132 "Gift of Fire ★★☆".

Write "Drenosh Unallied" in your Hero Journal.

Gain an Inspiration gem.